

ABSTRACT

An improved cinematographic system and method for multiple compositing, within a virtual studio, of an image frame or image sequence of a real/action image of an action sequence of a puppet, with another image frame or image sequence of a real/action image of the same or another puppet, within a given virtual studio space. This system and method have application to the compositing of a master camera angle image and a close-up image of the same puppet character; and, to the compositing of a master camera angle image of one action puppet character with a second image from another camera angle of another puppet action character, so as to provide an interactive image sequence of each of the characters of each image within the same image frame.